

FIGURE 1.

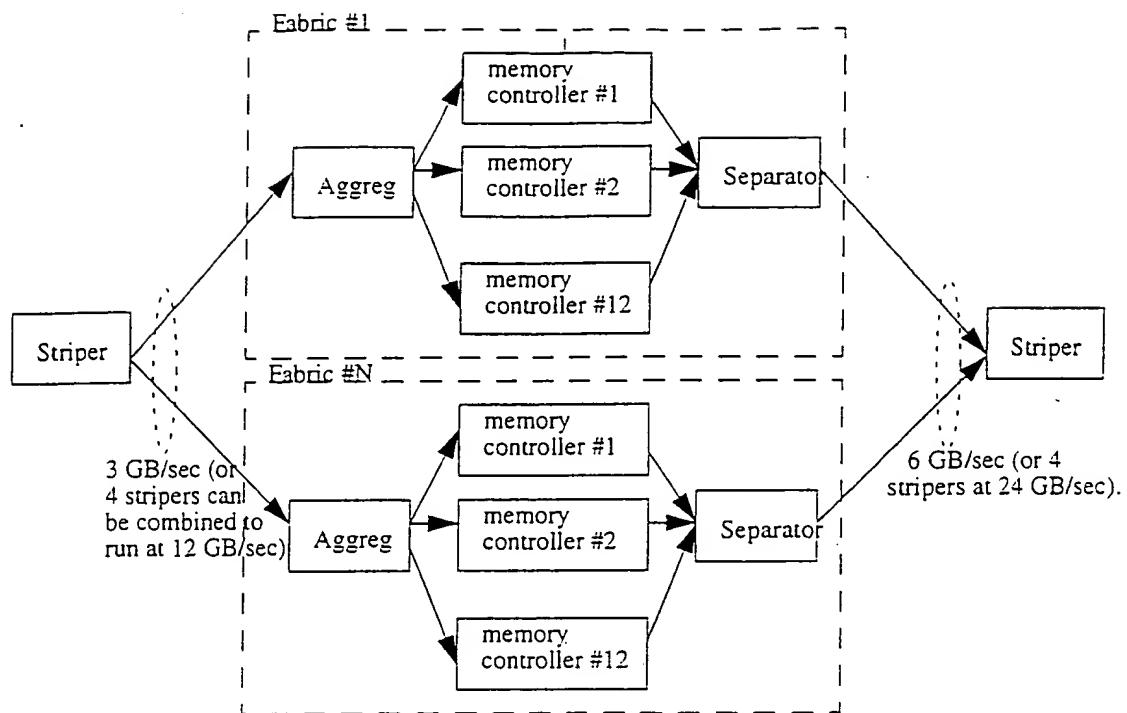


FIGURE 2.

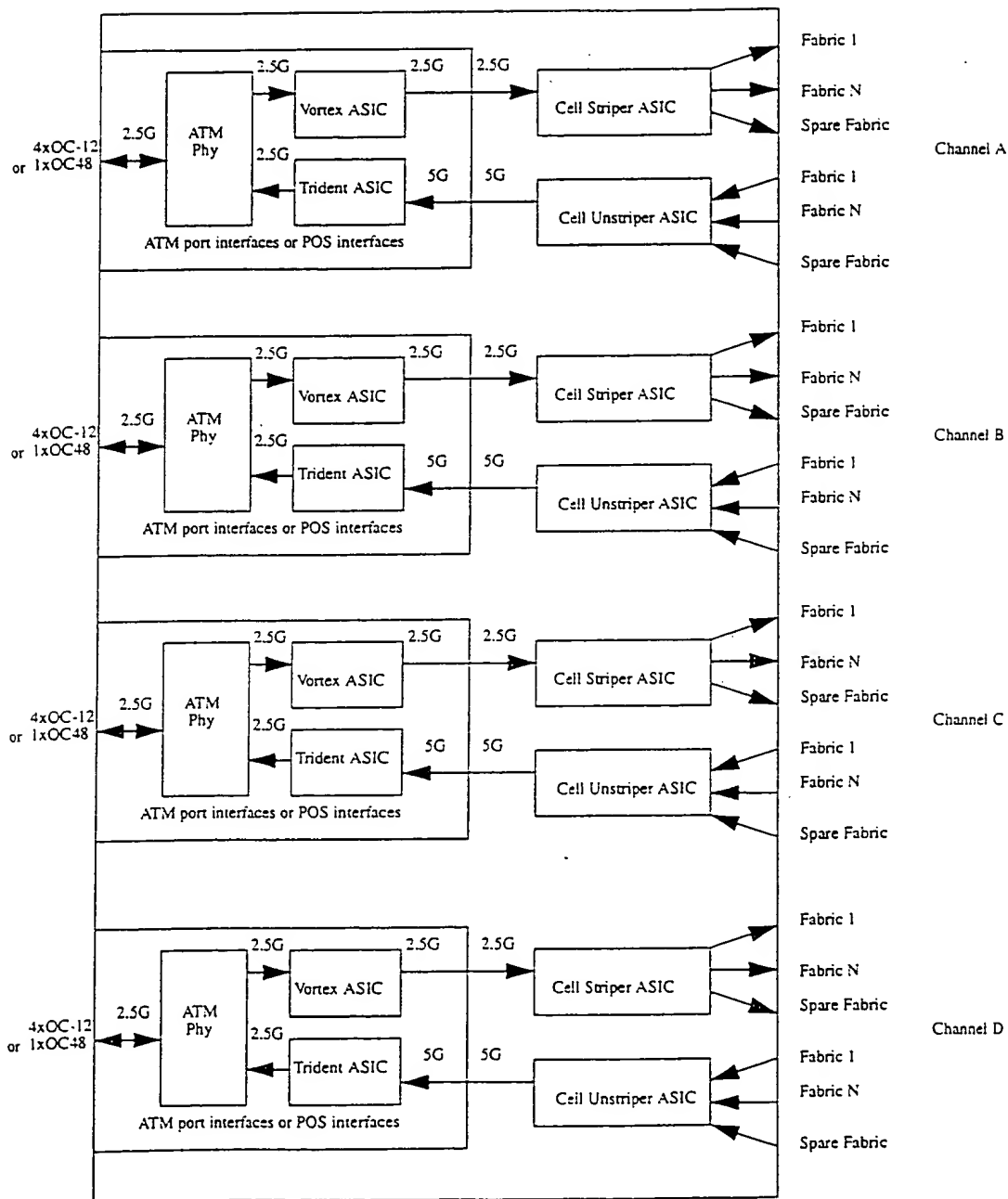


FIGURE 3.

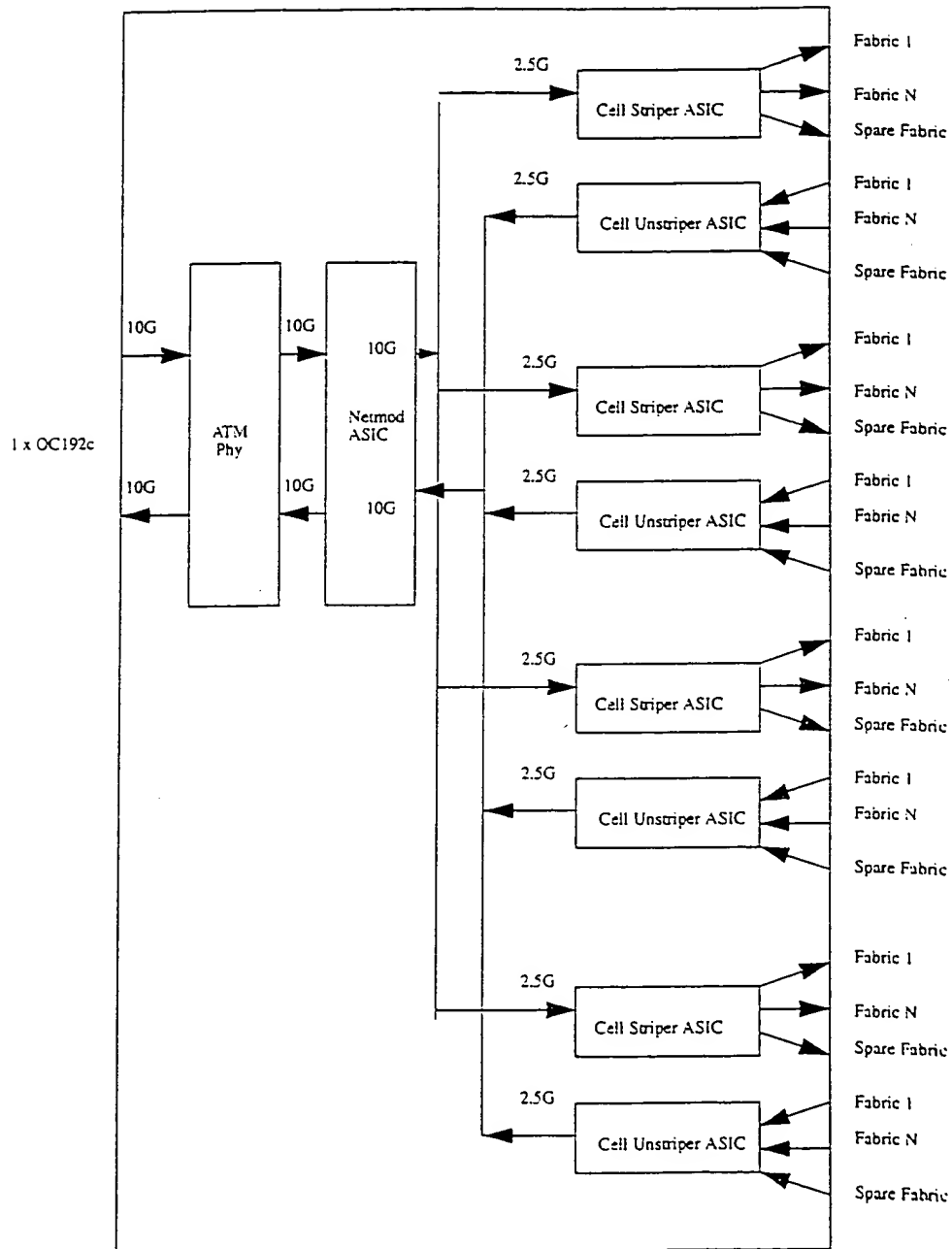


FIGURE 4.

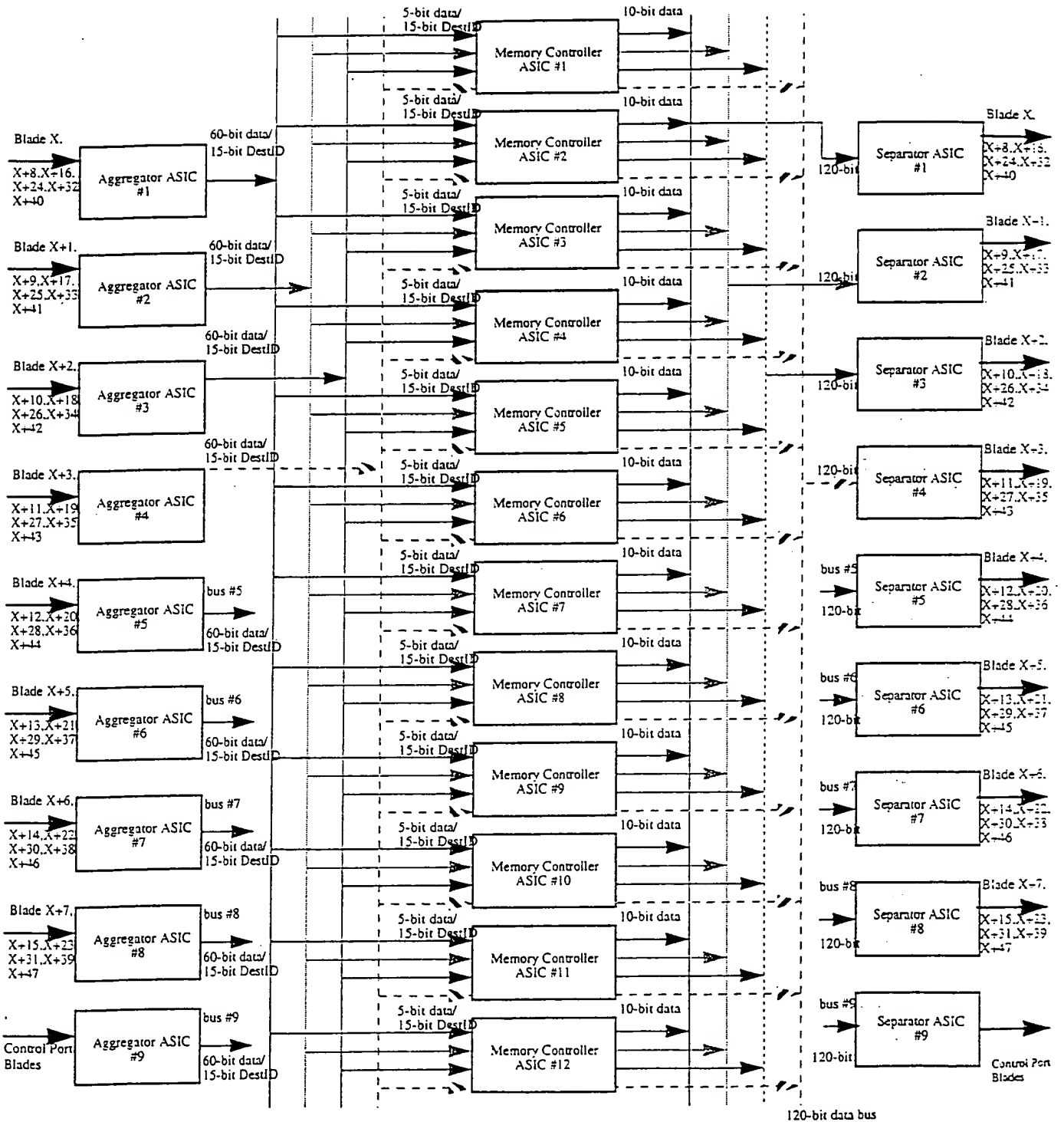


FIGURE 5.

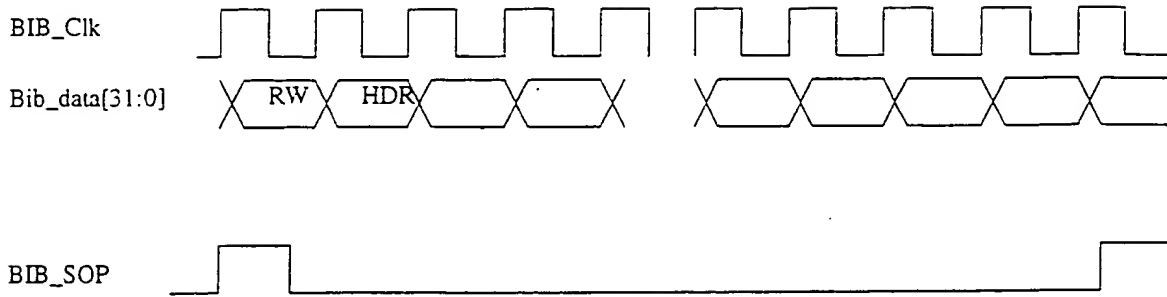


FIGURE 6.

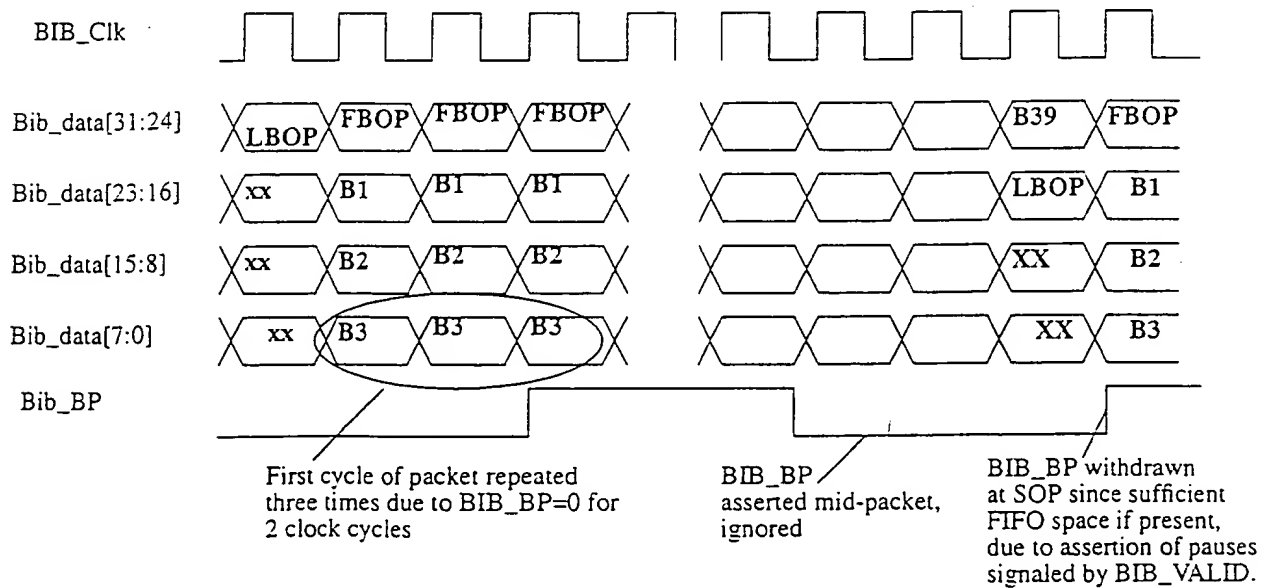
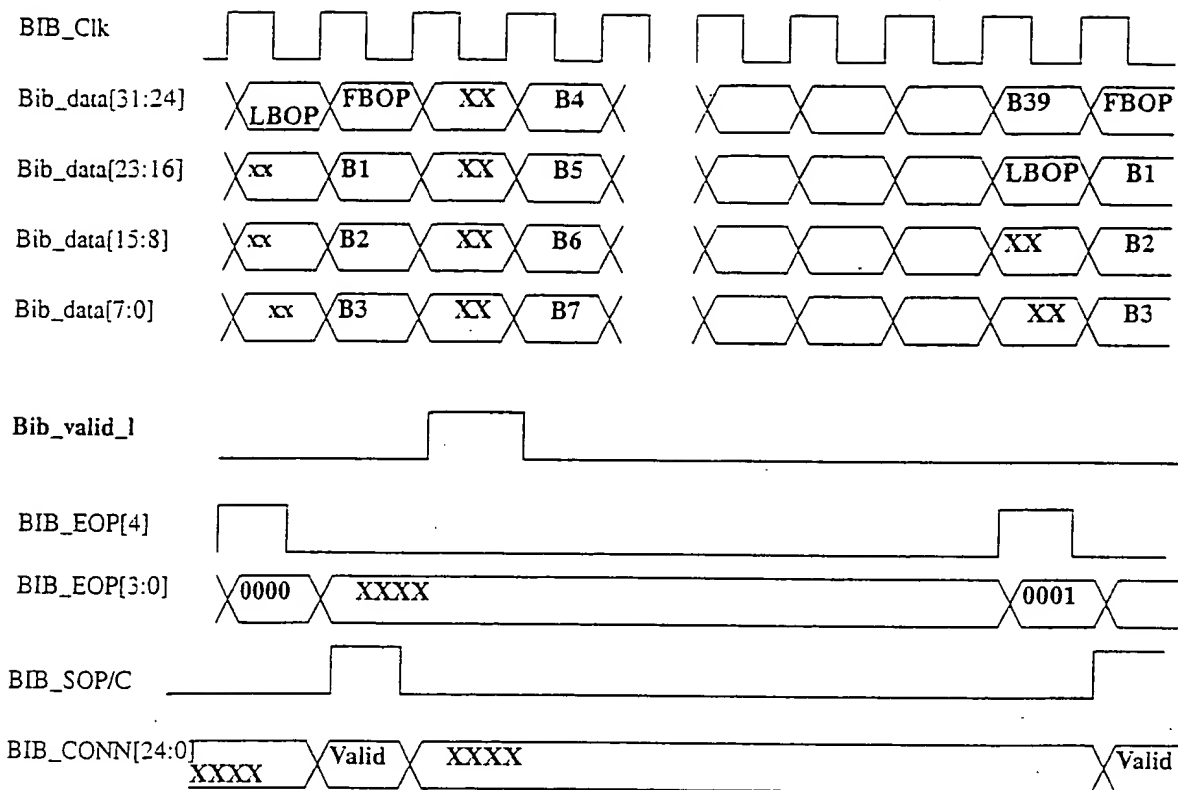


FIGURE 7.



Note: LBOP = Last Byte of Packet, FBOP = First byte of packet.

FIGURE 8.

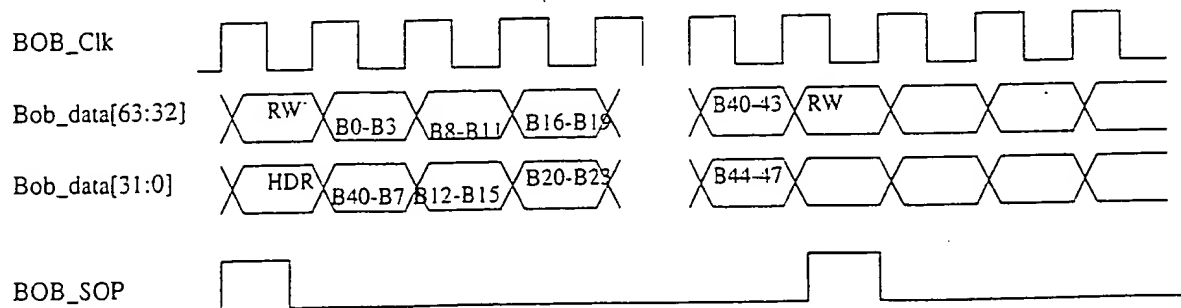
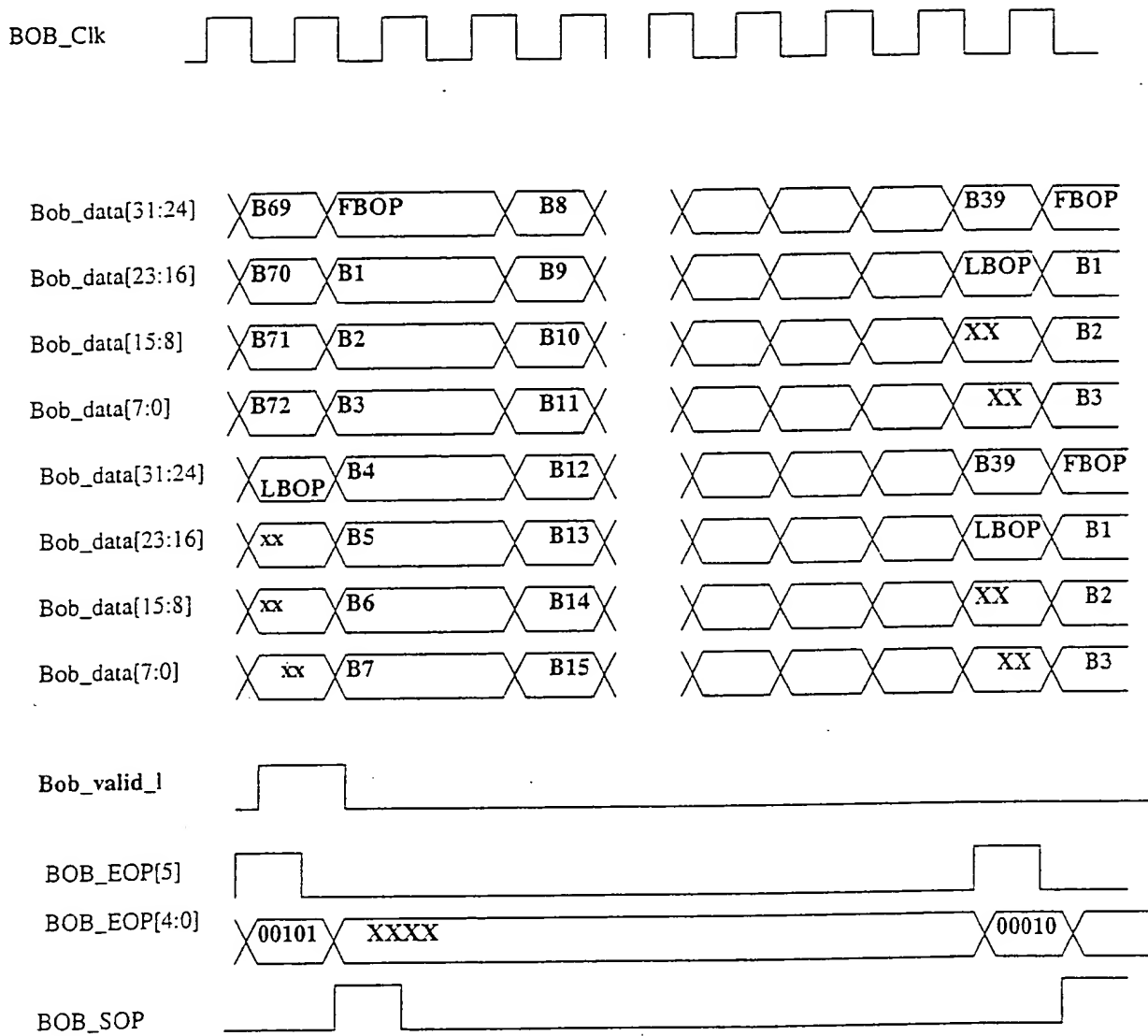


FIGURE 9.



Note: LBOP = Last Byte of Packet, FBOP = First byte of packet.

FIGURE 10.

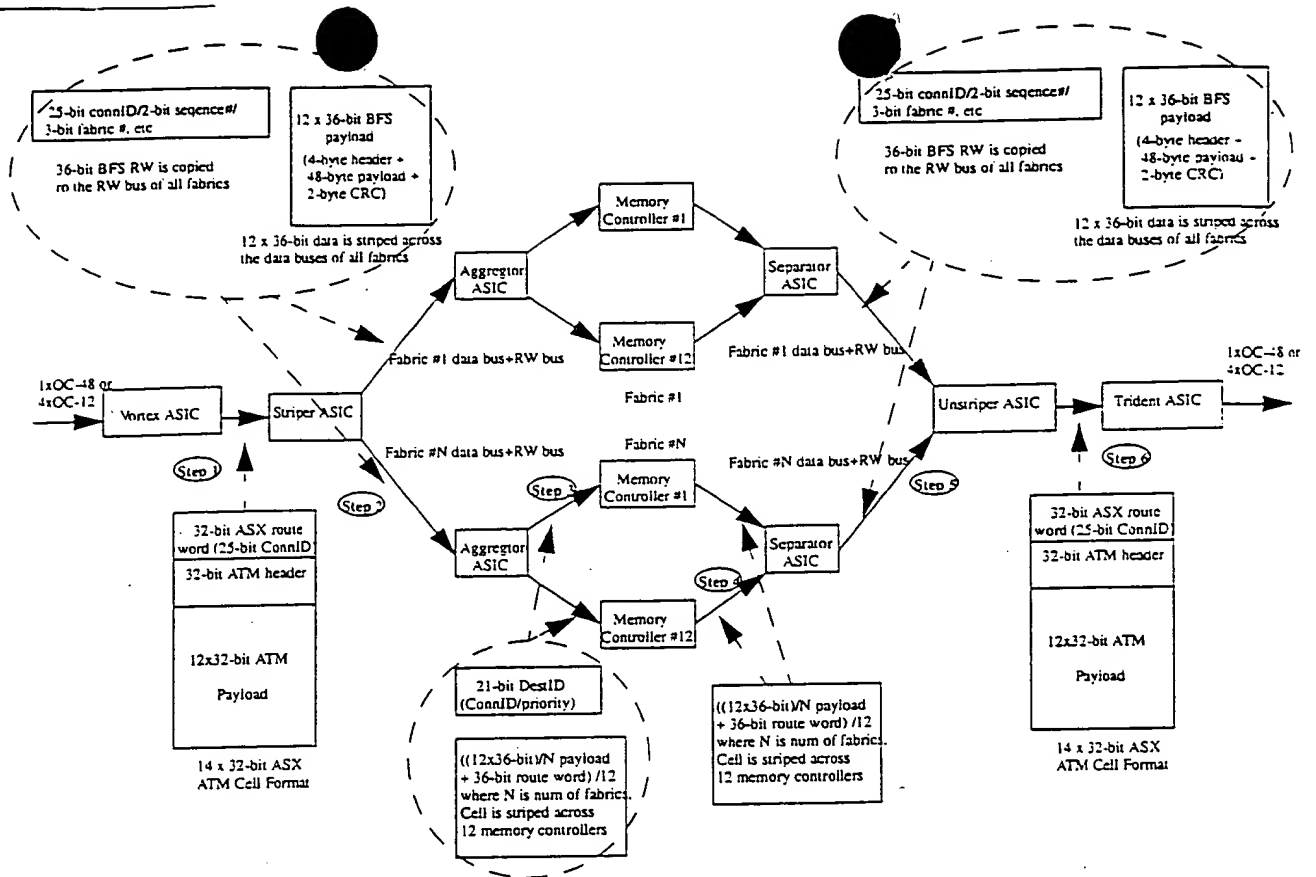


FIGURE 11.

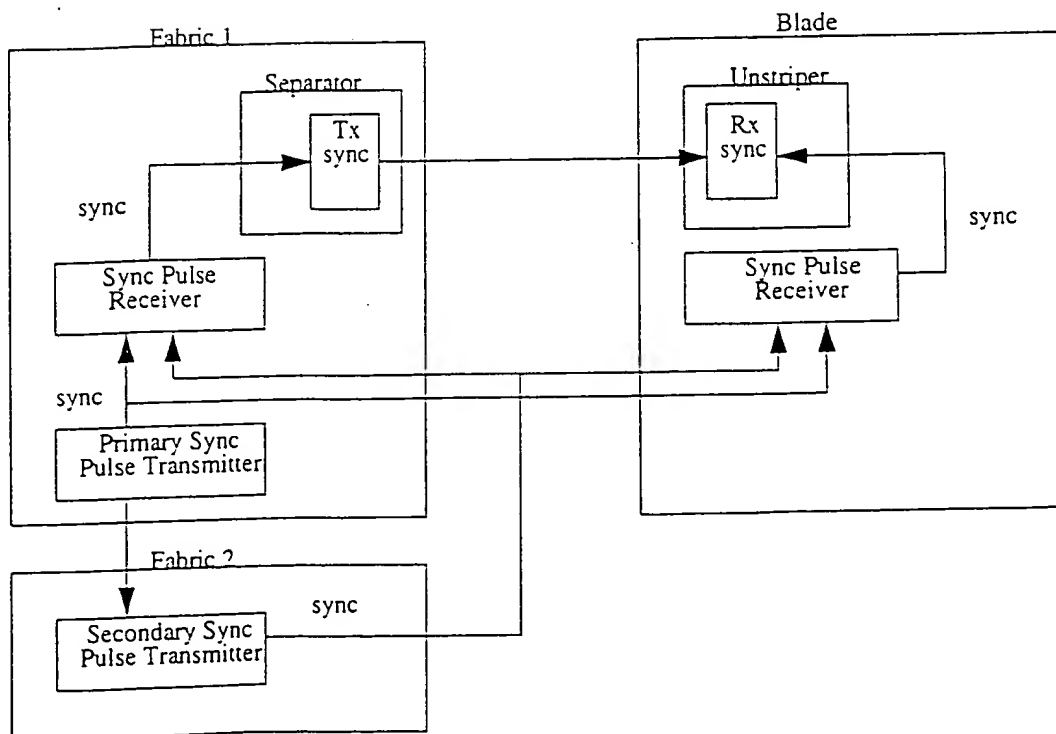


FIGURE 12.

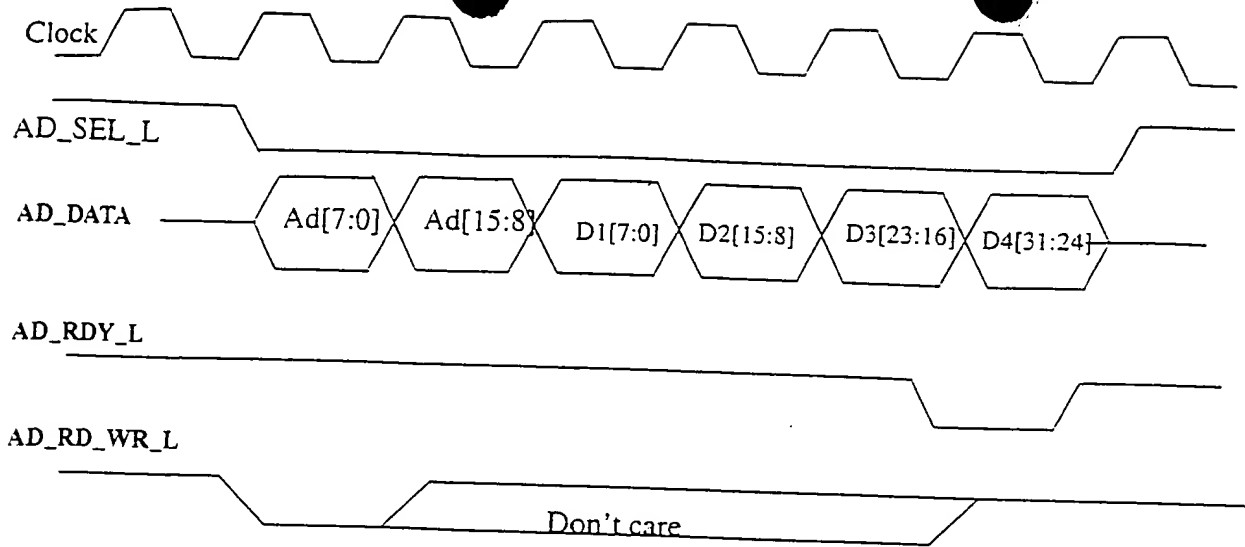


FIGURE 13.

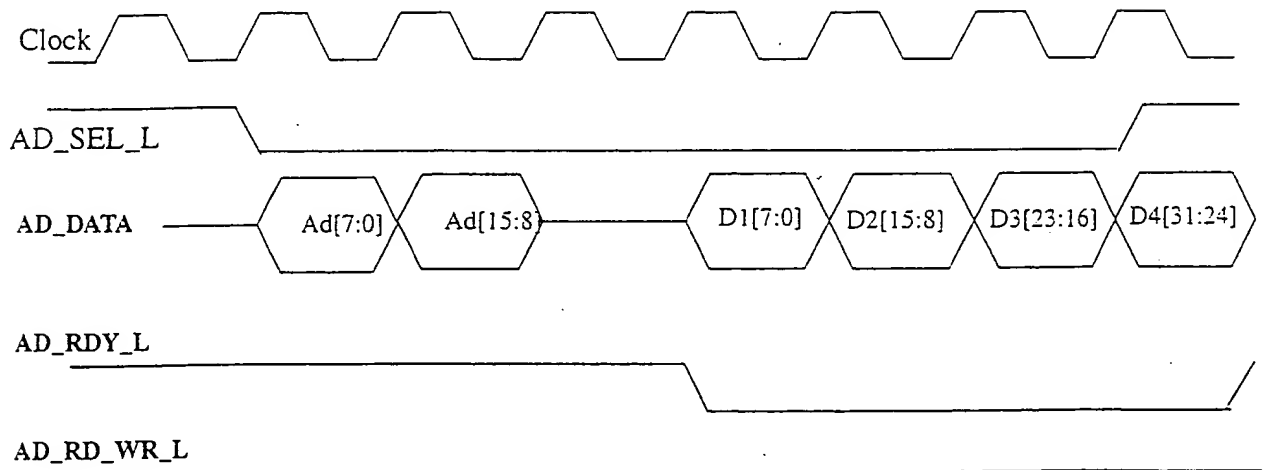


FIGURE 14.

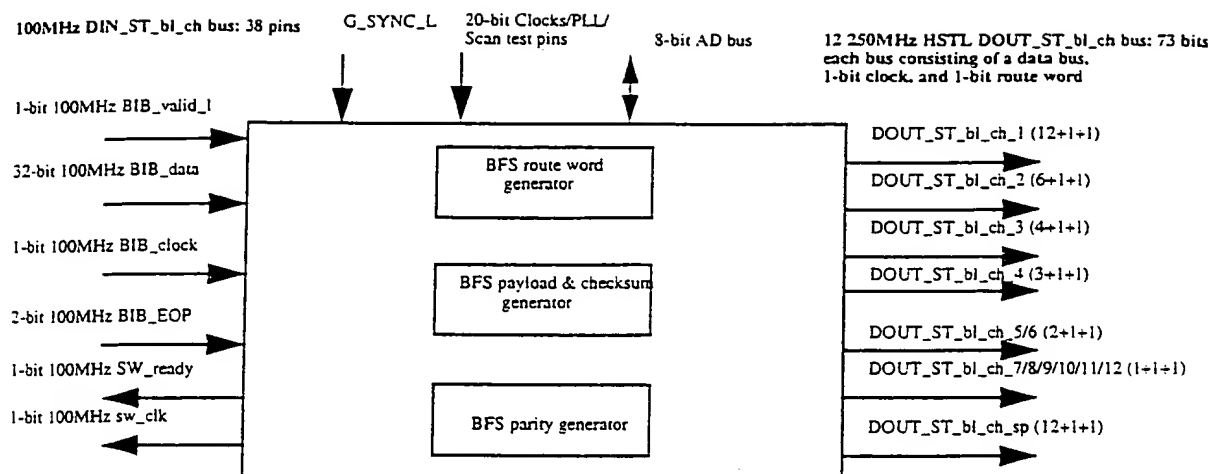


FIGURE 15.

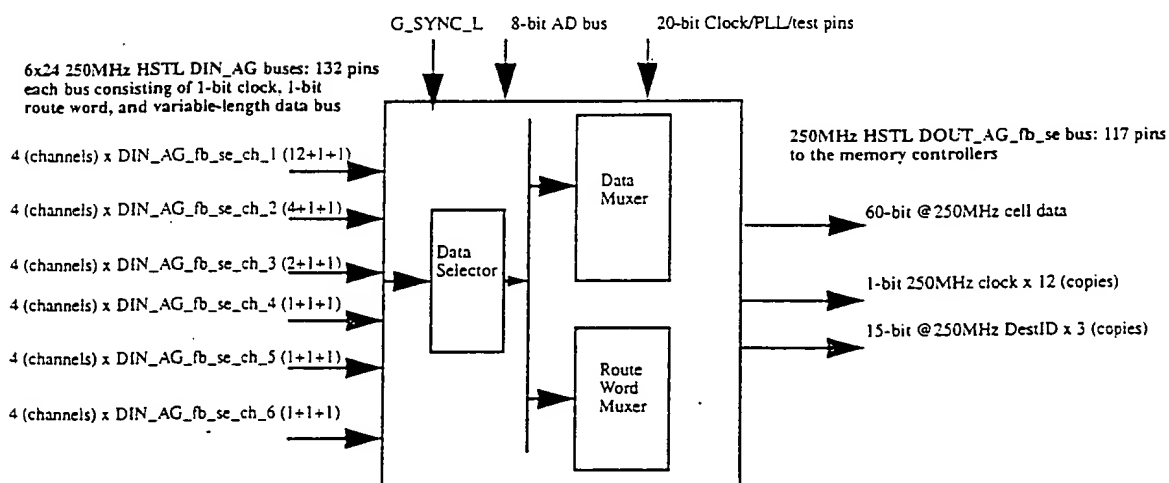


FIGURE 16.

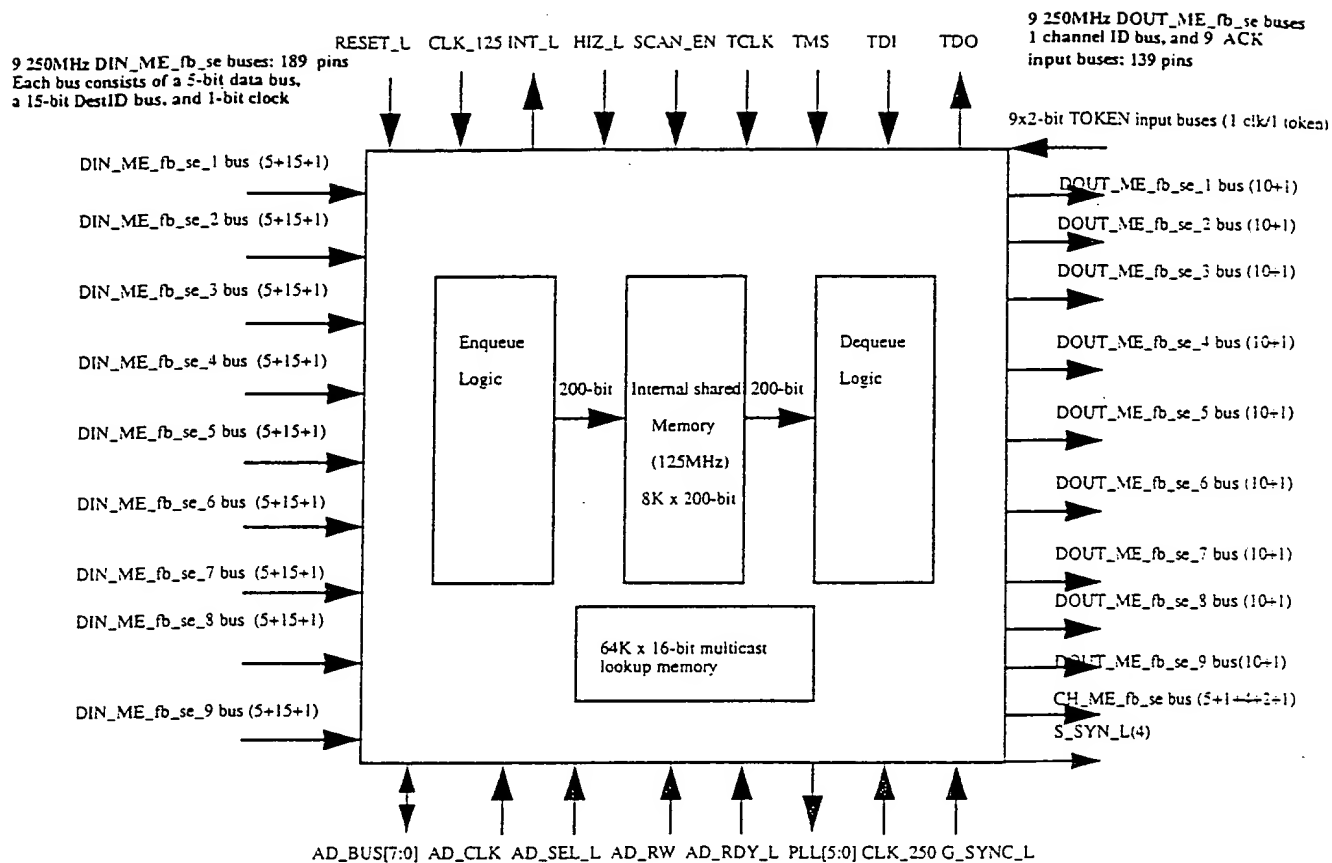


FIGURE 17.

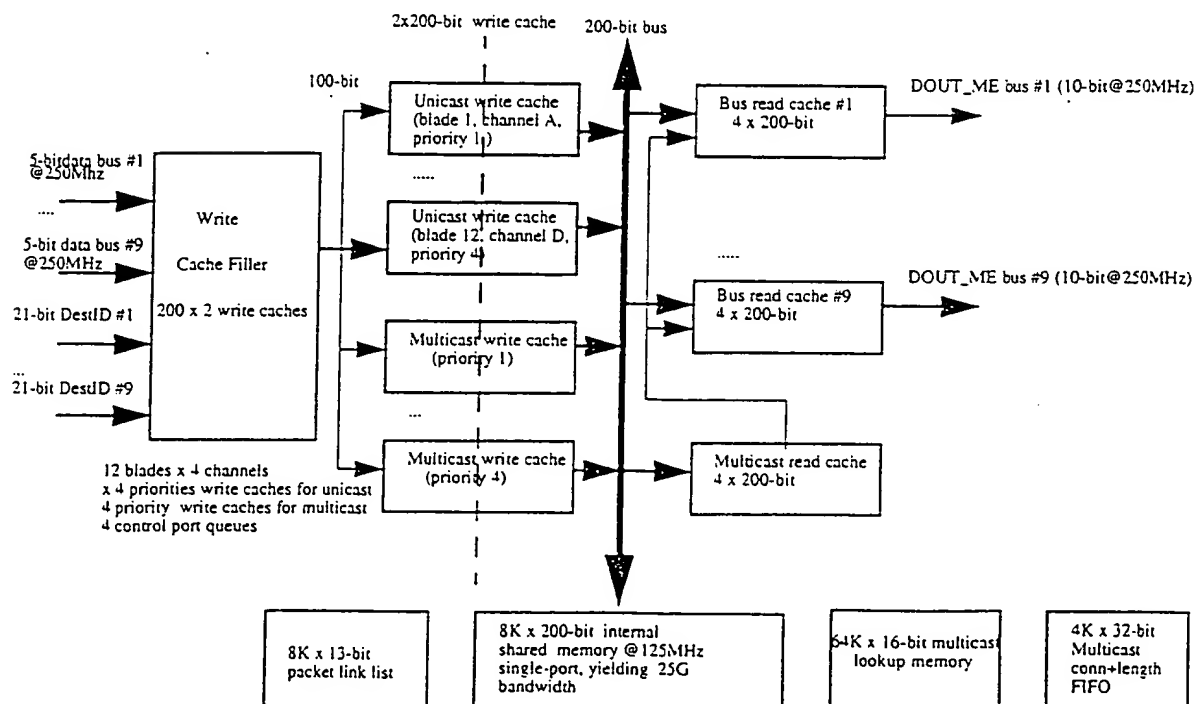


FIGURE 18.

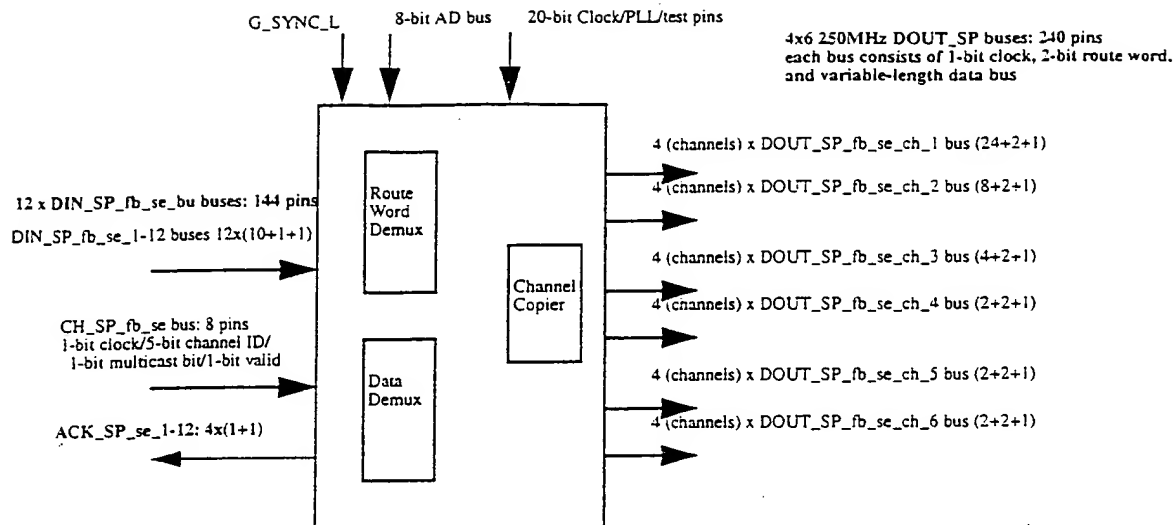
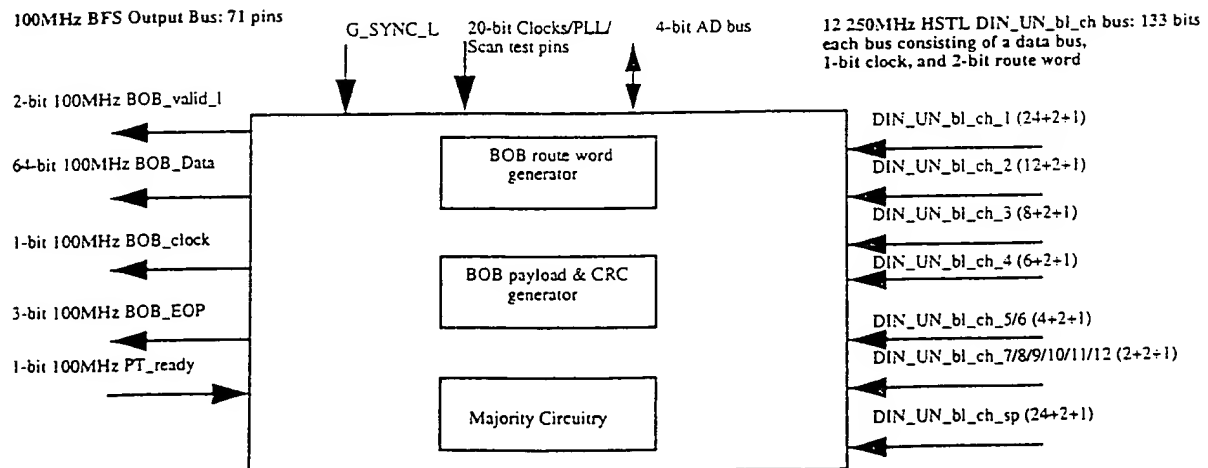


FIGURE 19.



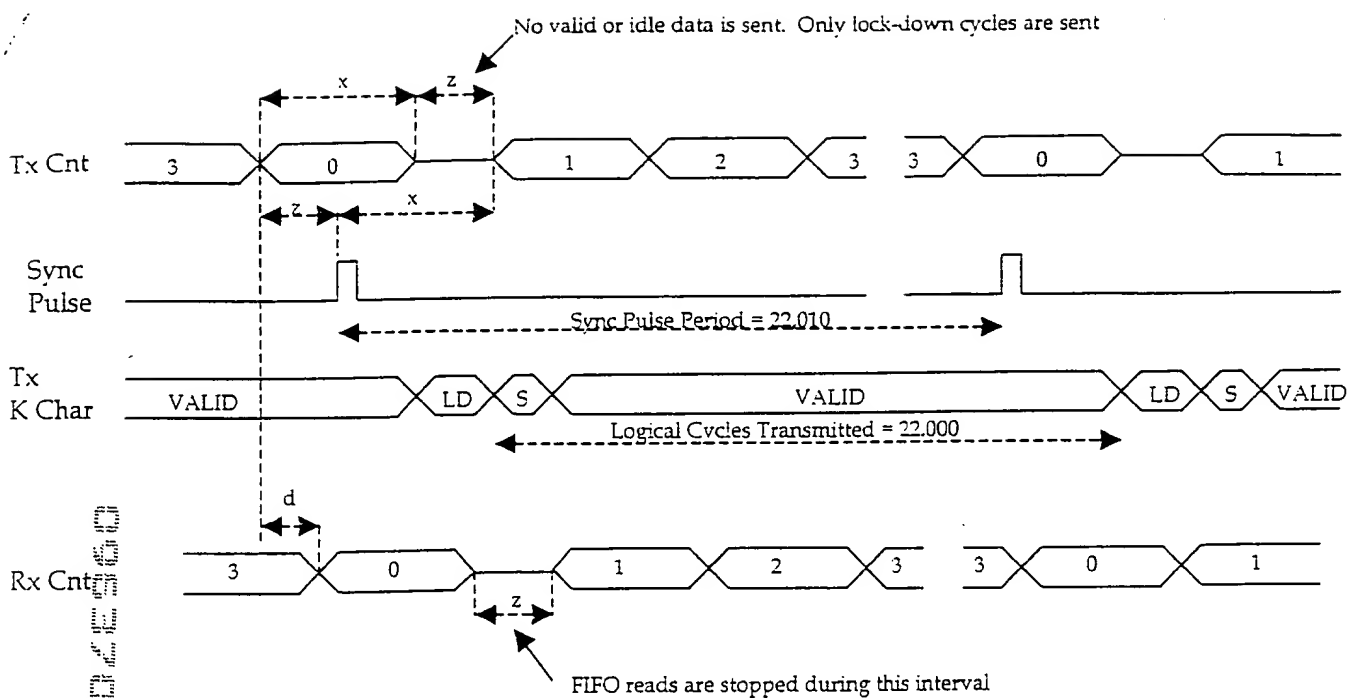


Figure 20

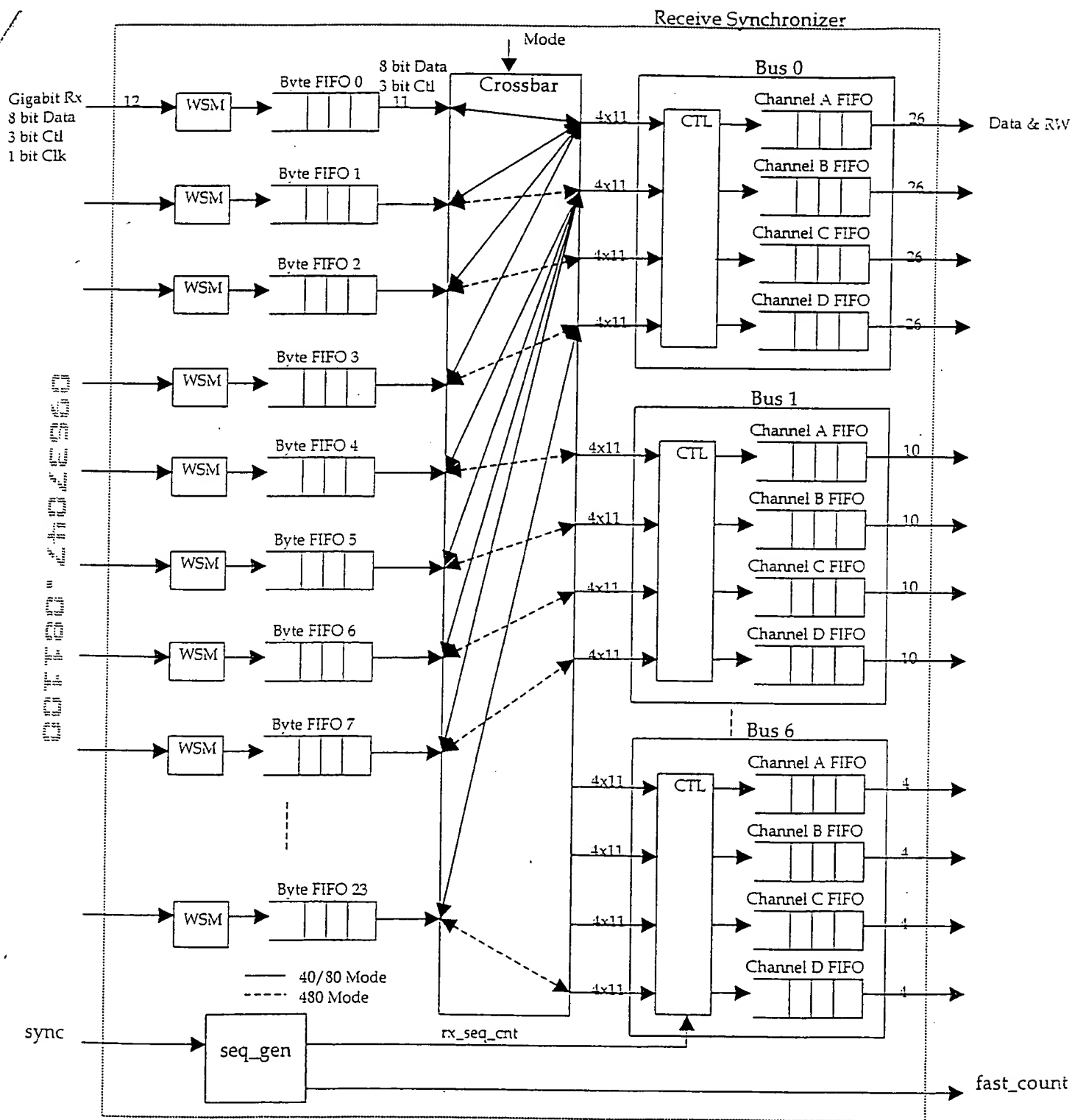
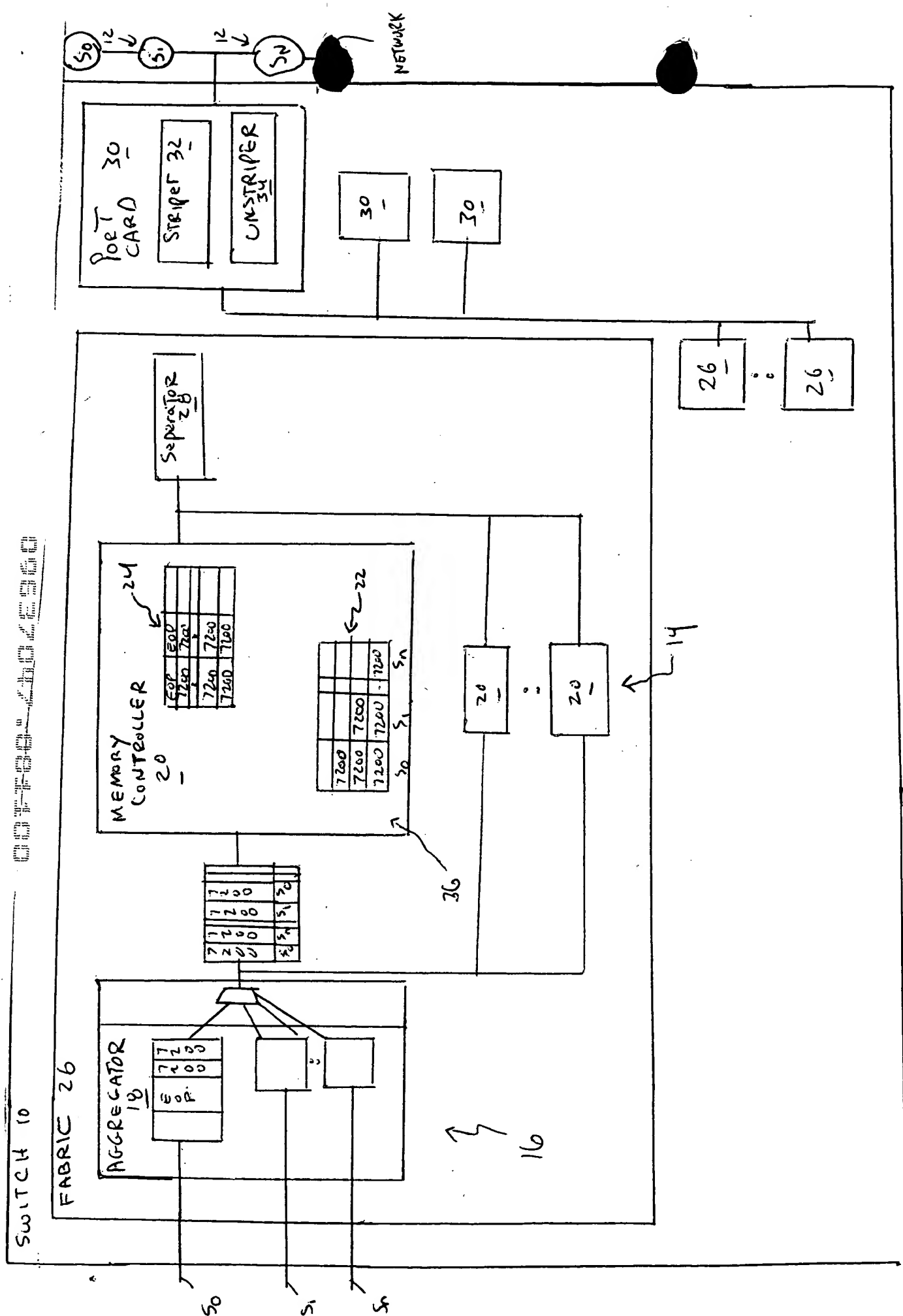
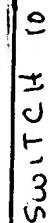
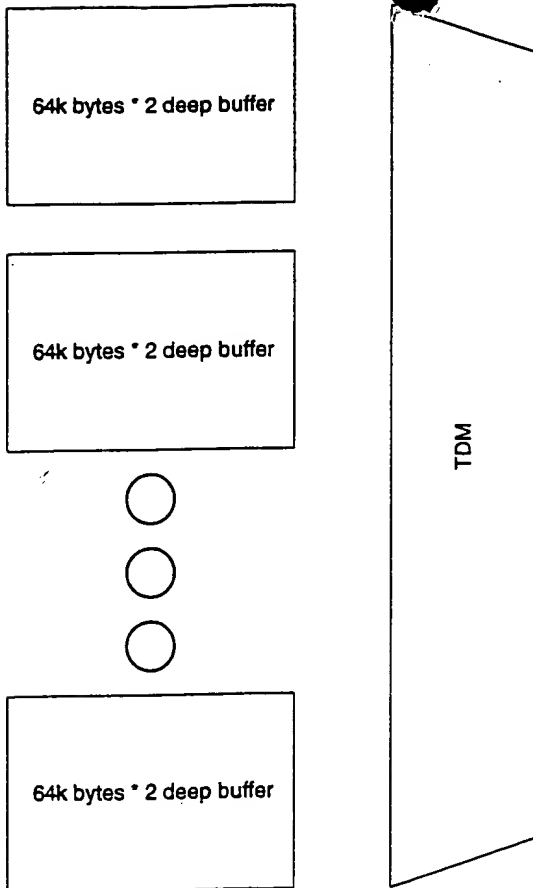


Figure 21



22

Without Long Packet Handling



Packets delayed until long packet completed

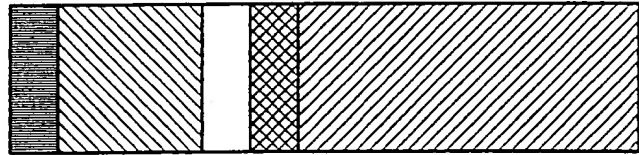
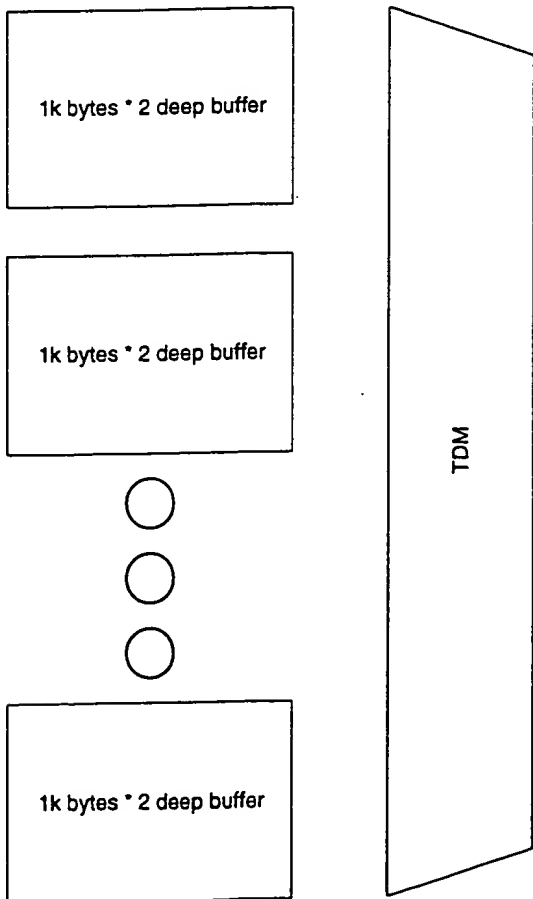


FIG 23

With Long Packet Handling



Long packets segmented, reducing delay for other packets.

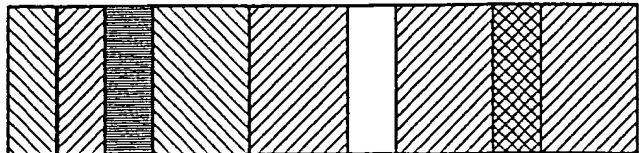


FIG 24